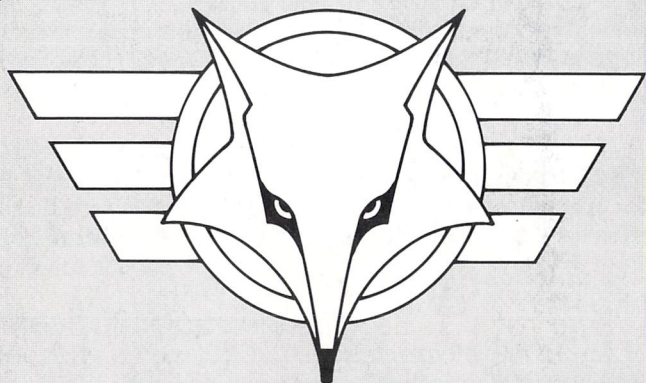


SKYFOX II



Technical Reference

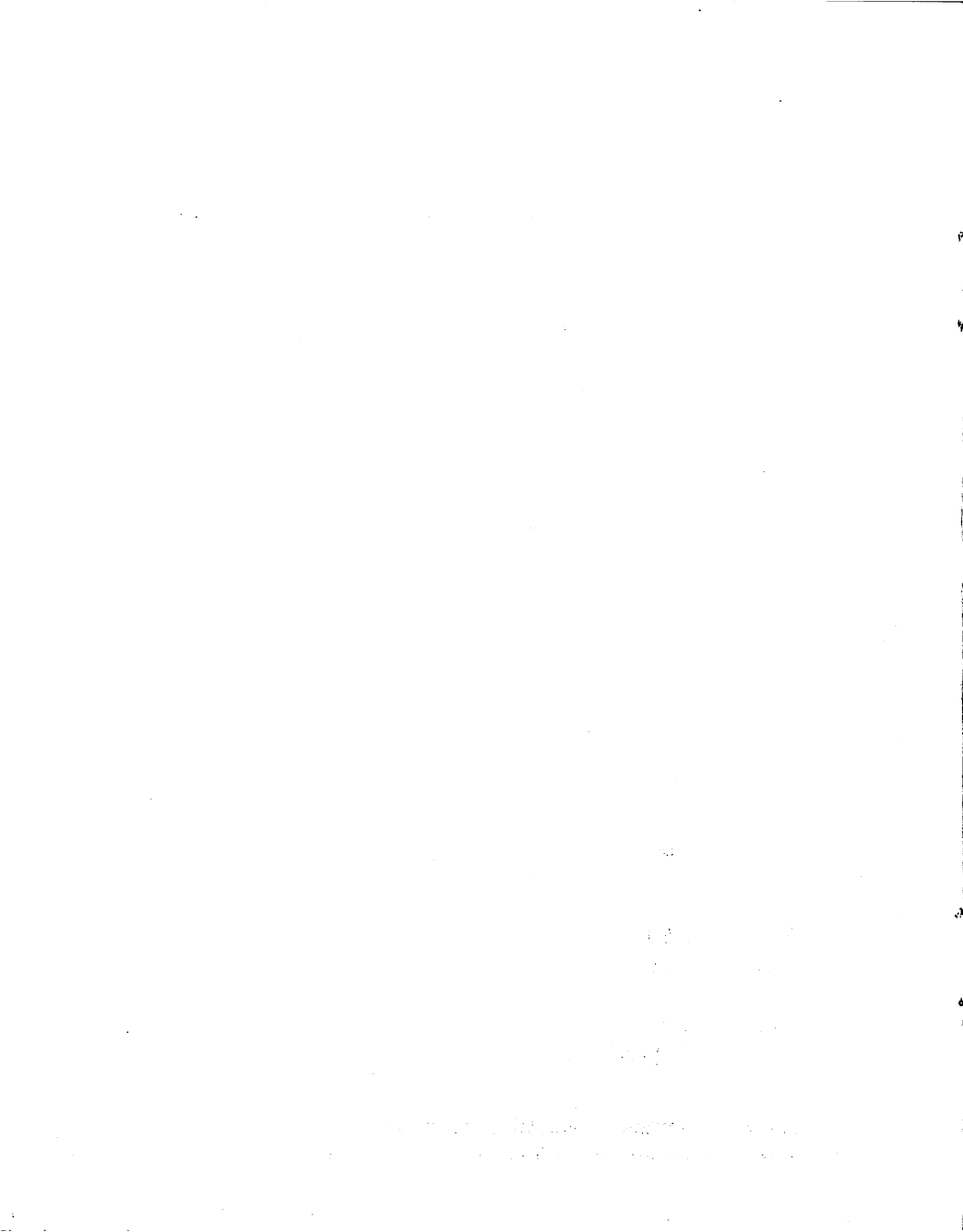


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FROM: Federation HQ, Terra, Sol
TO: Federation HQ, Deneb, Cygnus
RE: The Cygnus Conflicts - WARPWARRIOR EYES ONLY!

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CONFLICT SUMMARY

Effective immediately, all Federation Warpwarriors are on Condition Alert. Our Intelligence reports that a Xenomorph uprising is in progress. We must assume that their ultimate goal is the conquest of the Terran Federation, since all attempts to negotiate with the Xenomorphs have thus far failed.

If you'll recall your Academy lessons, this is not the first time that the Xenomorphs have attempted to subjugate the Federation with unprovoked attacks on our colonies.

The Federation's amazing Skyfox warplane helped to bring about the Xenomorph's previous defeat. Once we had driven the Xenomorphs from our colonies, we contained them in their home star system of Cygnus.

Now it seems they plan to once again to spread terror and tyranny across the galaxy. To meet this new threat, Federation engineers and scientists have developed the Skyfox II warp fighter. Every Federation Warpwarrior has been issued a Skyfox II in order to meet and rebuff each Xenomorph challenge as it arises.

Your mission in the Cygnus System:

1. Acquaint yourself with your Skyfox II warp fighter.
2. Use the Skyfox II and your experience as one of our finest Warpwarriors to contain the Xenomorph threat in the Cygnus constellation, and protect all Federation interests there.

God's Speed Warpwarrior!

1.1 ABOUT THIS MANUAL

This manual is organized to help you become familiar with the Skyfox II warp fighter in the best possible way. The next 3 sections are quick reference sections for the Commodore, IBM, and Amiga, respectively. The following section details the workings of the Skyfox II computer and its control sequences. A complete description of Skyfox II operation is next, followed by a concluding section describing the various conflicts in Cygnus.

2 SKYFOX II QUICK REFERENCE — COMMODORE

This section details how to start your Skyfox II, and briefly describes the function of all its controls. Read this section before continuing with the rest of the manual, and keep it nearby for reference during your mission.

2.1 STARTING SKYFOX II ON THE COMMODORE 64 AND 128

1. Remove all cartridges and disconnect all peripherals.
2. Turn on your monitor, disk drive and computer. *C128 owners* must use C64 emulation mode. Type "GO 64" or power up with the Commodore (C=) key held down.
3. Plug joystick into port 2.
4. Insert disk into drive.
5. At the READY prompt type, LOAD "EA",8,1.
6. After the program loads, press the joystick Button to leave the title screen/demo and access the Federation computer (see section 2.3 for details).

2.2 JOYSTICK CONTROL

See section 5 for complete Federation computer instructions. See section 6 for complete combat and flight instructions.

Flight: Move joystick forward to dive, back to climb, and left or right to change direction of flight. Press the Button to fire the neutron disruptors.

Non-Flight: When docked, or when using the Federation computer, use the joystick to position the cursor directly over the option you want, then press the Button to select.

2.3 COCKPIT CONTROLS

See section 5 for complete Federation computer instructions. See section 6 for complete combat and flight instructions.

0-9 *Speed.* 0 = stop; 9 = 9,000 KPS (Kilometers Per Second).

A *Autopilot.* Toggles autopilot on/off.

L *Location.* Toggles X,Y location on/off.

Control-M	<i>Muffler.</i> Toggles engine noise on/off.
Control-R	<i>Rescue.</i> Quit current conflict to Mission Evaluation screen of the Federation computer.
Control-S	<i>Silencer.</i> Toggles all sound on/off.
D	<i>Dock.</i> Dock when you're in the vicinity of a friendly starbase (See section 6.4 for details).
Del	<i>Deceive.</i> Toggles deceptor device on and off.
I	<i>Information.</i> Intercepts Xenomorph transmissions (only in certain conflicts—check Overview of Possible Conflicts).
M	<i>Mines.</i> Drops anti-matter mines.
O	<i>Overview.</i> Displays overview map. Joystick Button sets new autopilot destination and closes window.
P	<i>Pause.</i> Catch your breath, then press P again to continue.
R	<i>Repair.</i> Functions only when docked at a starbase.
S	<i>Shield.</i> Toggles defense screens on/off.
Spacebar	<i>Photons.</i> Fires photon pulse bombs.

2.4 SCAN MONITOR CONTROLS

See section 6.3.4 for information on using the scan monitor in conjunction with the HUD.

F1	Toggles between fore and aft screen views.
F3	Puts scan monitor in Long Range mode.
F5	Puts scan monitor in Medium Range mode.
F7	Puts scan monitor in Short Range mode.

3 SKYFOX II QUICK REFERENCE — IBM

3.1 STARTING SKYFOX II ON THE IBM

Included in your package are two 5.25" disks. One disk is labelled 4-Color; the other is labelled 16-Color. Use the 4-Color disk if you have a CGA (Color Graphics Adaptor), or the 16-Color disk if you have an EGA (Enhanced Graphics

RE: The Cygnus Conflicts - WARPWARRIOR EYES ONLY

Adaptor) or Tandy system. If you have a 3.5" disk, both versions of the program are on the same disk. Refer to the instructions below for information on your specific configuration.

Getting Started from a Floppy Disk

Plug in your mouse or joystick, if you're using one. If you have a Tandy, plug the joystick into the left port. Boot your system with DOS, then make a backup copy of your Skyfox II program using DISKCOPY (consult your DOS manual for instructions). If you have a CGA system and a 5.25" drive, copy the 4-Color disk. If you have an EGA or Tandy system with a 5.25" drive, copy the 16-Color disk. If your system has a 3.5" drive, copy the 3.5" disk.

Getting Started from a Hard Disk

To install Skyfox II from a 5.25" drive:

1. If you have a CGA system, insert the 4-Color disk in your drive and type INST4 C: at the A>. Then follow the onscreen instructions.
2. If you have an EGA or Tandy system, insert the 4-Color disk in your drive and type INST16 C: at the A>. You will be prompted to insert the 16-Color disk. Follow the onscreen instructions.

To install Skyfox II from a 3.5" disk:

1. Insert the 3.5" disk in your drive. If you have a CGA system, type INST4 C: at the A>. If you have an EGA or Tandy system, type INST16 C: at the A>.

Playing from a Floppy or Hard Disk

First, boot your system with DOS. If you are playing from a floppy disk, put the appropriate disk copy in drive A. If you are playing from a hard disk, go to the C>.

CGA owners: Type SKYFOX4

EGA owners: Type SKYFOX16

Tandy owners: Type SKYFOX16 t (leave a space before the "t")

Mouse users: If you have a Microsoft or Microsoft-compatible mouse, type SKYFOX4 m, SKYFOX16 m, or SKYFOX16 t m (leave a space before the "m" and/or "t").

To bypass the credits, type SKYFOX4 c, SKYFOX16 c, or SKYFOX16 t c. (Leave a space before the "c" and/or "t"). For example, if you are using the 16-Color version of Skyfox II and a mouse, type: SKYFOX16 m c.

To view the Demo, type SKYFOX4 d, SKYFOX16 d, or SKYFOX16 t d. (Leave a space before the "d" and/or "t"). To quit the Demo, press Ctrl-Q to return to the DOS prompt.

Note: On some computer systems, the drive light may remain on during game play.

Note to Joystick Users: To enable the joystick at any point, press Ctrl-J. To enable the keyboard, press Ctrl-K.

3.2 JOYSTICK, MOUSE AND KEYBOARD CONTROL

See section 5 for complete Federation computer instructions. See section 6 for complete combat and flight instructions. **Joystick control:** In flight, push the joystick forward to dive, back to climb, and left or right to change the direction of flight. Press the joystick button to fire neutron disruptors. When you're docked, or when using the Federation computer, use the joystick to position the cursor directly over the option you want, then press the button to select.

If you are using a mouse to control flight, push it forward to dive, back to climb, and left or right to change the direction of flight. To fire the neutron disruptors, press the left mouse button.

If you do not have access to a mouse or a joystick, you can use the numeric keypad for directional control (the keypad simulates a joystick). Pressing a key and

holding it down is like pushing a joystick in that direction. Think of the 5 key as the center, and press the appropriate key to set your craft in a particular direction (i.e., 9 sends the Skyfox down and to the right). On an IBM, the Alt or + keys function as the joystick button. On a Tandy, the ' (right arrow) or Alt keys function as the joystick button.

3.3 COCKPIT CONTROLS

See section 5 for complete Federation computer instructions. See section 6 for complete combat and flight instructions.

0-9 *Speed.* 0 = stop; 9 = 9,000 KPS (Kilometers Per Second).

A *Autopilot.* Toggles autopilot on/off.

L *Location.* Toggles X,Y location on/off.

Control-M *Muffler.* Toggles engine noise on/off.

Control-Q *Quit.* Exits to DOS.

Control-R *Rescue.* Quit current conflict to Mission Evaluation screen of the Federation computer.

Control-S *Silencer.* Toggles all sound on/off.

Tab *Tab forward.* Toggles forward between active hotspots.

D *Dock.* Dock when you're close to a friendly starbase (see section 6.4 for details).

Del *Deceive.* Toggles deceptor device on and off.

I *Information.* Intercepts Xenomorph transmissions (just in certain conflicts; check Overview of Possible Conflicts).

Enter *Target Scan.* Toggle between HUD targets—watch the Target Identifier window.

M *Mines.* Drops anti-matter mines.

O *Overview.* Displays overview map. To put the map away, press your joystick or mouse button. If you're using the keyboard, press the + or Alt keys on an IBM, and the + or right directional arrow key on a Tandy to set a new autopilot destination and close the window.

P *Pause.* Catch your breath, then press P again to continue.

R *Repair.* Functions only when you're docked at a starbase.
S *Shield.* Toggles defense screens on and off.
Spacebar *Photons.* Fires photon pulse bombs.

3.4 **SCAN MONITOR CONTROLS**

See section 6.3.4 for information on using the scan monitor in conjunction with the HUD.

F1 Toggles between fore and aft screen views.
F3 Puts scan monitor in Long Range view.
F5 Puts scan monitor in Medium Range mode.
F7 Puts scan monitor in Short Range mode.

4 **SKYFOX II QUICK REFERENCE — AMIGA**

Make a backup copy of Skyfox II using Workbench. See "Using the Workbench" in your copy of Introduction to the Amiga if you need instructions.

4.1 **STARTING SKYFOX II ON THE AMIGA 500, 1000 OR 2000**

1. Insert your joystick into Port 2.
2. Turn on your monitor and computer.
3. If you own an Amiga 500 or 2000, insert the program disk. If you own an Amiga 1000, insert KickStart 1.2, then wait for the hand holding a disk to appear onscreen. Insert your Skyfox II program disk. The game will automatically load.
4. When the title screen first appears or after the credits, press any key to move to Mission Selection.

4.2 **JOYSTICK CONTROL**

See section 5 for complete Federation computer instructions. See section 6 for complete combat and flight instructions.

Flight: Move joystick forward to dive, back to climb, and left or right to change direction of flight. Press the Button to fire the neutron disruptors.

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Non-Flight: When docked, or when using the Federation computer, use the joystick to position the cursor directly over the option you want, then press the **Button** to select.

4.3 COCKPIT CONTROLS

See section 5 for complete Federation computer instructions. See section 6 for complete combat and flight instructions.

Any key	<i>Exit Demo.</i> Quits Demo to Mission Selection.
0-9	<i>Speed.</i> 0 = stop; 9 = 9,000 KPS (Kilometers Per Second).
A	<i>Autopilot.</i> Toggles autopilot on/off.
L	<i>Location.</i> Toggles X,Y location on/off.
Control-M	<i>Muffler.</i> Toggles engine noise on/off.
Control-R	<i>Rescue.</i> Quits current conflict to Mission Evaluation screen of Federation Computer.
Control-S	<i>Silencer.</i> Toggles all sound on/off.
D	<i>Dock.</i> Dock when you're in the vicinity of a friendly starbase (See section 6.4 for details).
Del	<i>Deceive.</i> Toggles deceptor device on and off.
Enter	<i>HUD.</i> Toggle HUD targets on and off.
I	<i>Information.</i> Intercepts Xenomorph transmissions (only in certain conflicts—check Overview of Possible Conflicts).
M	<i>Mines.</i> Drops anti-matter mines.
O	<i>Overview.</i> Displays overview map. Joystick Button sets new autopilot destination and closes window.
P	<i>Pause.</i> Catch your breath, then press P again to continue.
R	<i>Repair.</i> Functions only when docked at a starbase.
S	<i>Shield.</i> Toggles defense screens on/off.
Spacebar	<i>Photons.</i> Fires photon pulse bombs.

4.4 SCAN MONITOR CONTROLS

See section 6.3.4 for information on using the scan monitor in conjunction with the HUD.

F1	Puts scan monitor in Long Range Mode.
F2	Puts scan monitor in Medium Range Mode.
F3	Puts scan monitor in Short Range Mode.
F4	Toggles between fore and aft screen views.

5 THE FEDERATION COMPUTER

The first thing you'll see when you start your Skyfox II are options provided by the Federation computer on Terra. Use the Federation computer to describe, select, and set the difficulty of your missions. It also evaluates your performance at the end of, or when you abort, a mission. The following sections describe the options you can select from the Federation computer.

5.1 PLAY

After highlighting a conflict, choose **PLAY** to embark on that mission. After completing or aborting the mission with the Rescue command, the Federation computer will display the following screens:

Mission Summary Screen — Appears when you complete a mission; either by winning or failing. Mission Summary rates you in helping to resolve the conflict; i.e., whether you completed all of your objectives and lived, or completed only some of your objectives and died. At times, your mission may end, but you remain alive (either the Xenomorphs have accomplished their objectives ahead of you, or you just ran out of time). Select **Play Again** to retry the mission, **Missions** to return to the Mission Selection screen, and **Evaluation** to see the Mission Evaluation screen.

Mission Evaluation Screen — Appears when you use the Rescue command or if you pick Evaluation from Mission Summary. Mission Evaluation describes your degree of success, the number of enemy bases or ships destroyed, and your mission score. Choose **Play Again** to retry the mission. Choose **Missions** to

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return to the Mission Selection screen. Choose **Level** to select an easier or a harder conflict level.

5.2 DESCRIBE

Gives a brief description of the mission you have highlighted, including level of play, risk, and mission goal.

5.3 LEVEL

Changes risk level. Choose between Cadet, Wingman, Flight Leader, Squadron Commander, or Ace of the Base. Cadet is the lowest risk level, and Ace of the Base the highest. The higher your risk level, the more opposition — and danger — you'll face.

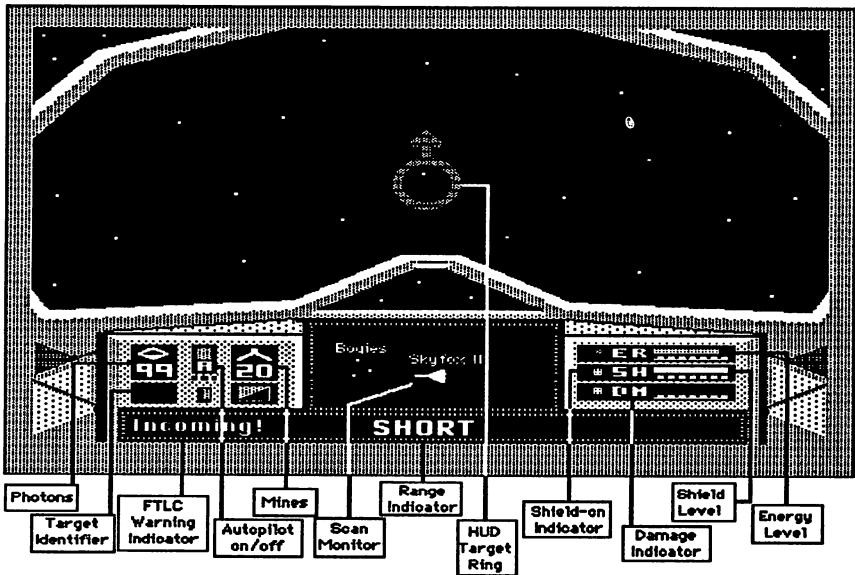
5.4 SPECS

Shows the technical specifications of your Skyfox II warp fighter. You view the Skyfox fighter from one of 3 vantage points while reviewing its specifications.

6 SKYFOX II OPERATION

The following sections describe the capabilities of your new Skyfox II warp fighter. Please read the operation manual carefully to insure that you know how to use your ship effectively in the heat of battle.

6.1 SKYFOX II COCKPIT



6.2 FLIGHT

The following sections describe how to pilot your warp fighter into combat.

6.2.1 Launch

Press the fire button to launch from a starbase docking bay. Your Skyfox II is always launch-ready while docked, except during repairs—you must cancel any repairs currently underway before you can launch.

6.2.2 Flight Control

Federation engineers have designed the Skyfox II flight control systems to operate as much like the original Skyfox fighter as possible. Push the stick forward to lower, and pull it back to raise the nose of your ship. Move the stick left or right to change direction.

6.2.3 Navigation

This section describes how to navigate your Skyfox II. You can navigate manually, or you can select a destination on the overview map and let your autopilot guide you there. However, the autopilot will not avoid asteroids. You can either attack and destroy asteroids in your direct path or override autopilot with manual steering to avoid them. Use the following steps to program your autopilot:

1. Display the overview map.
2. Use the joystick to move the cursor to your desired destination on the map.
3. Press the **Button** to choose location.
4. Set your flight speed.
5. Engage the autopilot.

The autopilot will automatically disengage when you reach your destination. Note: Turning on your autopilot will return your Skyfox II to the level of the orbital plane in Cygnus. So, if you're flying above the orbital plane, you'll descend to it. If you're beneath it, autopilot lifts your fighter to the level of the orbital plane. All starbases and wormholes are located on the orbital plane.

Using Wormholes: Littered throughout the Cygnus star system are astrophysical anomalies known as "wormholes." Wormholes are byproducts of black holes, and you can use them to quickly travel between different points within Cygnus. When you enter a wormhole, you leave our universe and enter a region that Federation physicists have termed "nullspace." Because time and distance have no correlation in nullspace, you will emerge from the "twin" wormhole, possibly many millions of kilometers from your original location, but only a few seconds later. The map included with your Skyfox II package shows the locations of all the known wormholes in the Cygnus star system.

On the Commodore: Wormholes appear as red dots on your scan monitor. To enter, target it using your HUD; as you approach, you'll see the wormhole flashing on your screen. Reduce your speed to keep the wormhole in sight. Space will distort as you travel through.

On the IBM: Wormholes appear as white/blue (CGA/EGA) on your scan monitor. To enter, target it using your HUD; as you approach, you'll see a red/blue (CGA/EGA) stellar object. Reduce your speed to keep the wormhole in sight. Space will distort as you travel through.

On the Amiga: Wormholes appear as blue dots on your scan monitor. As you approach, the wormhole reveals a gray core, a light blue surrounding mass, and a dark blue exterior. Reduce your speed to keep the wormhole in sight. Space will distort as you travel through.

Note to All Players: Be prepared for possible ambush when emerging from wormholes in Xenomorph space.

6.2.4 Speed

Speed is measured in clicks (kilometers) per second (KPS). Press number keys 0 through 9 to set flight speed (0 = stop; 9 = 9,000 KPS). In the Commodore version, your current speed appears under the anti-matter mines register in the

cockpit. In the IBM version and Amiga versions, your speed shows under the photons register in the cockpit.

6.3 COMBAT

The following sections describe the combat capabilities of the Skyfox II.

6.3.1 Neutron Disruptors

Disruptors shoot straight ahead, towards anything visible through the HUD. Use them to destroy enemy ships, and asteroids. The nuclear cells power the disruptors — if the nuke cells run out of energy, the disruptors are useless.

6.3.2 Photon Pulse Bombs

Photons shoot straight ahead when no enemies are present. When an enemy vessel is visible through the front view screen, the photon locks on and tracks the enemy vessel. Pulse bombs are the only way to reliably destroy an enemy starbase. They will also destroy asteroids, no matter their size. The pulse bombs are useless if the Skyfox II photon tubes are damaged during battle or by an asteroid collision.

Photons are self-contained and do not use energy from the nuke cells. The photons indicator in the cockpit displays the number of photons in your arsenal. The number of available photons will change depending upon your current mission.

6.3.3 Anti-Matter Mines

Anti-matter Mines drop from the rear of your Skyfox II. Mines are timed and explode when they strike an enemy, or when their time is up. Mines cause extensive damage to enemy ships.

Mines are self-contained and do not use energy from the nuke cells. The mines indicator in the cockpit displays the number of mines in your arsenal. The number of available mines will change depending upon your current mission.

6.3.4 HUD (Heads Up Display)

HUD is the Skyfox's automatic targeting system, vital to locating and destroying enemy ships and starbases. The HUD locks onto the nearest ship or starbase within medium range. When the HUD locks on, the targeted object flashes on the scan monitor, while the target ring displays a direction arrow. Move the joystick in the direction of the arrow to intercept the target. In the Commodore version, the targeting ring then changes color to indicate the distance to the target and the likelihood of a hit. The ring is green when nothing's in range, gray when a potential target is distant, white at mid-range, and red when your target is closest. In the IBM and Amiga versions, the targeting ring does *not* change color.

The target identifier readout in the cockpit displays the identity of objects flashing on the scan monitor and targeted by the HUD. You can select the various active targets by pressing **Return**. The HUD, scan monitor, and target identifier will all change to show the currently targeted object as you press **Return**. The target identifier and the scan monitor both display different targets in different colors:

Commodore Version:

Green Federation
Blue Xenomorph
Purple Third World

IBM Version: EGA/Tandy

Blue Federation
Red Xenomorph/Third World

CGA

White Federation
Blue Xeno/Third World

Amiga Version:

White Federation and untargeted Xenomorphs
Blue Friendly Contacts
Red Targeted Contact

Note: If your HUD is damaged during the combat, or by asteroid collisions, toggling the fore and aft view can approximate a target finder until you can dock and repair your HUD system.

6.3.5 Deceptor Device

An invisibility device that conceals your Skyfox from enemy radar and sight. Firing neutron disruptors, photon pulse bombs, or dropping an anti-matter mine will temporarily disengage this device, thus revealing your location. When the deceptor is activated, the view through the main screen is tinted red, and the deceptor device indicator in the cockpit glows. The deceptor device uses a huge amount of energy from the nuke cells, so use it only when necessary.

6.3.6 Shields

Shields absorb damage normally inflicted upon your ship by asteroids and Xenomorphs. Shields are automatically engaged upon takeoff. Shield energy is supplied by the nuclear batteries. When the shields are too damaged to take the full impact of a hit, or the nuke cells are too low to adequately replenish the shields, the damage is sustained by your ship. Skyfox systems that may be damaged or destroyed by enemy fire or asteroid collisions are: neutron disruptors; deceptor device; photon tubes; scan monitor; KPS indicator; HUD; and FTLC. The shield bar graph in the cockpit shows your current shield charge. The shield-on indicator in the cockpit glows when the shields are active.

6.4 DOCKING AND REPAIR

This section describes the procedure you use to dock with a Federation starbase to replenish your weapons, recharge your nuke cells, and repair damaged ship systems. Use the following steps to dock with a starbase:

- 1. Reduce speed to about 1,000 KPS and approach the starbase.**
 - 2. Watch the Short Range Scan. When you're almost to the base, use the Dock command.**
-

3. If the command is successful, the starbase locks you into its docking beam and pulls you towards the base.
4. The overview map appears with a starbase selected. Find the selected starbase on your map of Cygnus and type in the first four letters of the starbase name. The correct code identifies you as a Federation ship, and the starbase pulls your ship into the docking bay.

Once you are in the docking bay, starbase crews will begin recharging your nuke cells and reloading your photons.

Use the Repair command to repair damaged systems. A schematic diagram of your Skyfox II appears on the cockpit main screen. Damaged systems appear yellow when partially damaged and red when they're not functioning and require replacement. Undamaged systems are green in the Commodore and Amiga versions (in the IBM version, they appear blue). Move the pointer onto a damaged system and press the **Button** to tell the starbase repair crew to begin. Repairs take time, and Xenomorphs don't wait for you to finish, so keep an eye on your scan monitor. Be prepared to abort the repairs if necessary, and launch to defend the starbase against attack.

7 OVERVIEW OF POSSIBLE CONFLICTS

What follows are summaries developed by Federation tacticians of possible conflicts that may arise in the Cygnus system. Study them carefully — because you may have to eventually experience one or more of them first hand.

7.1 XENOMORPH UPRISING

Xenomorph battlegroups are converging on Federation territory from Xeno starbase Charlie. Your mission is to destroy both the attackers and starbase Charlie.

7.2 INCOMING

Infrared scanners have detected incoming Xenomorph missiles approaching your starbase through Asteroid Alley. Your starbase faces imminent destruction unless you destroy all of the missiles coming your way. The scanners may have missed some of the missiles because they have special radar deflection devices to avoid detection. Destroy the missiles and their launch point, then return to your starbase.

7.3 INTRUDER ALERT

Xenomorph Intelligence has learned about the existence of the modern Skyfox II warplane. To try to gain a strategic advantage in Cygnus territory, the Xenos have sent a battle group to seek out and destroy the Federation's best weapon. Turn the tables on the intruders, and blast their attacking fighters out of the Federation's skies.

7.4 GUARDIAN

Federation frigates Starion and Centarus have been badly damaged and are vulnerable to Xenomorph fighters. Federation Command has selected you to escort both crippled ships from starbase Madrid to Havana for emergency repair. Watch out for Xeno attacks from Asteroid Alley, and prove yourself worthy of the Federation's trust.

7.5 GRIZZLY ENCOUNTER

A Xenomorph convoy is enroute to starbase Grizzly with a secret weapon. Destroy the convoy before it can reach Grizzly and complete this top-secret research project. Keep an eye out for diversionary attacks on Federation starbases.

7.6 DIPLOMATIC IMMUNITY

The Xenomorphs have requested a peace conference. Accompany Ambassador Grace on his way to the Xeno-Federation Peace Summit. Protect the Ambassador's ship at all costs in the event of a Xenomorph trap.

7.7 WAR!

The Xenomorphs have officially declared war on the Federation. Their leaders have ordered a huge invasion force to mobilize at starbase Charlie in preparation for attack. Use all your skill to protect endangered Federation territory.

7.8 SPY VERSUS XENOMORPHS

The Xenomorphs are readying a secret war plan against the Federation. Proceed to Xeno HQ, using your Deceptor device as necessary to avoid detection, and intercept the secret transmission using the Information cockpit command. Then return to Federation HQ with the information. Beware! If the Xenomorphs detect your presence, the transmission will be withheld.

7.9 XENOMORPH JUGGERNAUT

The secret Xenomorph war plan is about to come to fruition. They have built a massive death base near their homestar. Their commanders are readying yet another, and possibly the final, assault on the Federation. Pulverize this base before the Xenos attack!

7.10 THE BOONDOCK EXPEDITION

Find the lost starbase Boondockia. Federation experts estimate this to be a four-day mission. Once you arrive there, attempt to dock with the ancient starbase (it is not known whether the starbase is under friendly or hostile domination). Your ship is specially equipped with solar power collectors which continuously replenish the nuclear batteries. Bring along lots of supplies to help you explore the furthest reaches of space. Note: Once out in deep space, use the Deceptor device with extreme caution. The Deceptor device drains your nukes more quickly than the solar power collectors can restore them, and docking to replenish your energy supplies may be impossible in the midst of this expedition.

LIMITED WARRANTY

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